6. write a Java program to create a Bank Account Simulator using a BankAccount class with attributes account_number and balance, perform deposit and withdraw operations, and display the final balance.

Code

```
import java.util.Scanner;

class BankAccount {
    int account_number;
    double balance;

    // Constructor
    BankAccount(int accNo, double bal) {
        account_number = accNo;
        balance = bal;
    }

    // Deposit method
    void deposit(double amount) {
        balance = balance + amount;
        System.out.println("Amount Deposited: " + amount);
    }

    // Withdraw method
    void withdraw(double amount) {
```

```
        if (amount <= balance) {
            balance = balance - amount;
            System.out.println("Amount Withdrawn: " +
amount);
        } else {
            System.out.println("Insufficient Balance");
        }
    }

    // Display balance
    void display() {
        System.out.println("Account Number: " +
account_number);
        System.out.println("Final Balance: " + balance);
    }
}

public class BankSimulator {
    public static void main(String[] args) {
        Scanner sc = new Scanner(System.in);

        System.out.print("Enter Account Number: ");
        int accNo = sc.nextInt();

        System.out.print("Enter Initial Balance: ");
```

```
        double bal = sc.nextDouble();

        BankAccount b1 = new BankAccount(accNo, bal);

        System.out.print("Enter Deposit Amount: ");
        double dep = sc.nextDouble();
        b1.deposit(dep);

        System.out.print("Enter Withdraw Amount: ");
        double wd = sc.nextDouble();
        b1.withdraw(wd);

        System.out.println("\nAccount Details:");
        b1.display();

        sc.close();
    }
}
```